

graphics system described herein. Each of the following applications are hereby incorporated herein by reference.

- provisional Application No. 60/161,915, filed October 28, 1999 and its corresponding utility Application No. 09/465,754, filed December 17, 1999, both entitled "Vertex Cache For 3D Computer Graphics",
- provisional Application No. 60/226,912, filed August 23, 2000 and its corresponding utility Application No. 09/726,215, filed November 28, 2000 (atty. dkt. no. 723-959), both entitled "Method and Apparatus for Buffering Graphics Data in a Graphics System ",
- provisional Application No. 60/226,889, filed August 23, 2000 and its corresponding utility Application No. 09/722,419, filed November 28, 2000 (atty. dkt. no. 723-958), both entitled "Graphics Pipeline Token Synchronization",
- provisional Application No. 60/226,891, filed August 23, 2000 and its corresponding utility Application No. 09/722,382, filed November 28, 2000 (atty. dkt. no. 723-961), both entitled "Method And Apparatus For Direct and Indirect Texture Processing In A Graphics System",
- provisional Application No. 60/226,888, filed August 23, 2000 and its corresponding utility Application No. 09/722,367, filed November 28, 2000 (atty. dkt. no. 723-968), both entitled "Recirculating Shade Tree Blender For A Graphics System",
- provisional Application No. 60/226,892, filed August 23, 2000 and its corresponding utility Application No. 09/726,218, filed November 28, 2000 (atty. dkt. no. 723-960),

both entitled "Method And Apparatus For Efficient Generation Of Texture Coordinate Displacements For Implementing Emboss-Style Bump Mapping In A Graphics Rendering System",

- provisional Application No. 60/226,893, filed August 23, 2000 and its corresponding utility Application No. 09/722,381 filed November 28, 2000 (atty. dkt. no. 723-962), both entitled "Method And Apparatus For Environment-Mapped Bump-Mapping In A Graphics System",
- provisional Application No. 60/227,007, filed August 23, 2000 and its corresponding utility Application No. 09/726,216, filed November 28, 2000 (atty. dkt. no. 723-967), both entitled "Achromatic Lighting in a Graphics System and Method",
- provisional Application No. 60/226,910, filed August 23, 2000 and its corresponding utility Application No. 09/722,380, filed November 28, 2000 (atty. dkt. no. 723-957), both entitled "Graphics System With Embedded Frame Buffer Having Reconfigurable Pixel Formats",
- utility Application No. 09/585,329, filed June 2, 2000, entitled "Variable Bit Field Color Encoding" (atty. dkt. no. 723-749),
- provisional Application No. 60/226,890, filed August 23, 2000 and its corresponding utility Application No. 09/726,227, filed November 28, 2000 (atty. dkt. no. 723-956), both entitled "Method And Apparatus For Dynamically Reconfiguring The Order Of Hidden Surface Processing Based On Rendering Mode",

- provisional Application No. 60/226,915, filed August 23, 2000 and its corresponding utility Application No. 09/726,212 filed November 28, 2000 (atty. dkt. no. 723-973), both entitled "Method And Apparatus For Providing Non-Photorealistic Cartoon Outlining Within A Graphics System",
- provisional Application No. 60/227,032, filed August 23, 2000 and its corresponding utility Application No. 09/726,225, filed November 28, 2000, (atty. dkt. no. 723-954), both entitled "Method And Apparatus For Providing Improved Fog Effects In A Graphics System",
- provisional Application No. 60/226,885, filed August 23, 2000 and its corresponding utility Application No. 09/722,664, filed November 28, 2000, (atty. dkt. no. 723-969), both entitled "Controller Interface For A Graphics System",
- provisional Application No. 60/227,033, filed August 23, 2000 and its corresponding utility Application No. 09/726,221, filed November 28, 2000 (atty. dkt. no. 723-955), both entitled "Method And Apparatus For Texture Tiling In A Graphics System",
- provisional Application No. 60/226,899, filed August 23, 2000 and its corresponding utility Application No. 09/722,667, filed November 28, 2000 (atty. dkt. no. 723-971), both entitled "Method And Apparatus For Pre-Caching Data In Audio Memory",
- provisional Application No. 60/226,913, filed August 23, 2000 and its corresponding utility Application No. 09/722,378, filed November 28, 2000 (atty. dkt. no. 723-965), both entitled "Z-Texturing",

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- provisional Application No. 60/227,031, filed August 23, 2000 entitled "Application Program Interface for a Graphics System" (atty. dkt. no. 723-880),
 - provisional Application No. 60/227,030, filed August 23, 2000 and its corresponding utility Application No. 09/722,663, filed November 28, 2000 (atty. dkt. no. 723-963), both entitled "Graphics System With Copy Out Conversions Between Embedded Frame Buffer And Main Memory",
 - provisional Application No. 60/226,886, filed August 23, 2000 and its corresponding utility Application No. 09/722,665, filed November 28, 2000 (atty. dkt. no. 723-970), both entitled "Method and Apparatus for Accessing Shared Resources",
 - provisional Application No. 60/226,894, filed August 23, 2000 and its corresponding utility Application No. 09/726,220, filed November 28, 2000 (atty. dkt. no. 723-974), both entitled "Graphics Processing System With Enhanced Memory Controller",
 - provisional Application No. 60/226,914, filed August 23, 2000 and its corresponding utility Application No. 09/722,390, filed November 28, 2000, (atty. dkt. no. 723-966), both entitled " Low Cost Graphics System With Stitching Hardware Support For Skeletal Animation", and
 - provisional Application No. 60/227,006, filed August 23, 2000 and its corresponding utility Application No. 09/722,421, filed November 28, 2000 (atty. dkt. no. 723-953), both entitled " Shadow Mapping In A Low Cost Graphics System".
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